Curriculum Overview for Year 6

English

Reading
- Read and discuss a broad range of genres
- Recommend books to others
- Make comparisons within/across books Identify and discuss themes and conventions across a range
- Support inferences with evidence
- Summarising key points from texts
- Identify how language, structure, etc. contribute to meaning
- Discuss use of language, inc. figurative
- Discuss & explain reading, providing reasoned justifications for views
- Work out unknown words
- Distinguish between fact and opinion

Writing
- root words, prefixes and suffixes in spelling, spell words from designated list, use dictionary and thesaurus
- Develop legible personal handwriting style
- Plan writing to suit audience & purpose; use models of writing, draft and write, evaluate and edit pieces
- Develop character & setting in narrative
- Select grammar & vocabulary for effect
- Use a wide range of cohesive devices
- Ensure grammatical consistency
- Proof read for grammar and punctuation
- Perform own compositions, making meaning clear

Grammar
- Use appropriate register/ style inc formal speech and use of subjunctive
- Use the passive voice for purpose
- Use features to convey & clarify meaning
- Use full punctuation (inc commas, hyphens, brackets, semi-colons, colons
- Use language of subject/object
- Use relative clauses, modal verbs, expanded noun phrases
- Spelling – learn word from prescribed list, use phonics, morphology and etymology

Spoken language
- Use questions to build knowledge
- Articulate arguments & opinions
- Use spoken language to speculate, hypothesise & explore
- Use appropriate register & language
- Perform poems/plays aloud

Art & Design

- Use sketchbooks to collect, record, review, revisit & evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers
- Explore form through markmaking

Computing

- Design & write programs to solve problems
- Use sequences, repetition, inputs, variables and outputs in programs
- Detect & correct errors in programs
- Understand uses of networks for collaboration & communication
- Be discerning in evaluating digital content

Mathematics

Number
- read, write, order and compare place value to 10,000,000, round to required degree of accuracy
- Use negative numbers in context, calculate intervals of accuracy
- All written methods for multi-digit numbers, including long and short division, interpretation of remainders Perform mental calculations
- Use order of operations (not indices)
- Identify common factors, multiples & primes
- Solve multi-step number problems Use estimation to check

Algebra
- use simple formulae, express missing numbers formulaically, number sequences, possible combinations of two variables

Geometry & Measures
- calculate and convert units of measure, using decimal notation to 3 decimal places (convert from smaller to larger units and vice versa
- Calculate area of triangles / parallelograms
- recognise where it is possible to use area & volume formulas
- calculate estimate and compare volume of cubes and cuboids inc cm^3, m^3, mm^3, km^3
- Translate & reflect shapes, using all four quadrants, describe position on full co-ordinate grid

Ratio
- Solving problems involving relative sizes of quantities, proportionality and scale and unequal quantities

Statistics
- Interpret and compare pie charts and line graphs
- Calculate mean as an average

Fractions, (inc decimals & percentages)
- Compare order & simplify fractions, use common multiples to express fractions
- add and subtract fractions with different denominations and mixed numbers, using equivalent fractions
- Multiply simple proper fractions e.g. ¼ x ½ = 1/8
- Divide fractions by whole numbers 1/3 ÷ 2 = 1/6
- calculate decimal fraction equivalents e.g. 0.375 = 3/8
- identify value of each digit to 3 decimal places, x and ÷ by 10, 100, 1000
- Use written division with up to two decimal places in answer
- Recognise and use equivalences in fractions, decimals and percentages

Design & Technology

- Use research& criteria to develop products which are fit for purpose and aimed at specific groups
  - Use annotated sketches, cross-section diagrams & computer-aided design
  - Analyse & evaluate existing products and improve own work
  - Use mechanical & electrical systems in own products, including programming
- Cook savoury dishes for a healthy & varied diet

Geography (Y5 & 6)

- Name & locate counties, cities, regions & features of UK
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones
- Study a region of Europe, and of the Americas
- Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc.
- Use 4- and 6-figure grid references on OS maps
- Use fieldwork to record & explain areas

Modern Languages

- Spanish

Local Events

Black History

- Significant figures including poets (e.g. Maya Angelou, John Agard)
- Local figures including Paul Stephenson, Roni Size and Tricky
- Historical figures including Walter Tull

Music

- Perform with control & expression solo & in ensembles
- Improvise & compose using dimensions of music
- Listen to detail and recall aurally
- Use & understand basics of notation
- Develop an understanding of the history of music

Science

- Classification, including micro-organisms
- Health & Lifestyles, incl. circulatory system
- Evolution & Adaptation
- Charles Darwin
- Light & Shadows
- Investigative skills

History and Geography in the news

History

British History; World War 2
An extended period study,

- Significant turning points in British history
- Battle of Britain
- How aspects of national history are reflected in this locality

Ancient Greeks

a study of Greek life and achievements and their influence on the western world

Physical Education

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, applying basic principles
- Develop flexibility & control in gym, dance & athletics
- Take part in Outdoor & Adventurous activities
- Compare performances to achieve personal bests
- Swimming proficiency at 25m

Religious Education

- How do people express their beliefs, identity and experience?
- What does it mean to belong to a religion? Islam
- Why is Jesus important?